

Claims

1. An interactive computer-based gaming system for playing a game, the system comprising:

funds acceptance means for accepting funds from a player;

funds delivery means responsive to the outcome of the game;

user interface means for allowing the user to interact with the game;

game control means for controlling the operation of the game, the game control means being responsive to the funds acceptance means, and including generator means for generating a plurality of winning object strings from a set of objects; and

game display means controlled by the game control means and the user interface means, the game display means including means for generating a plurality of legs, with each leg being arranged to receive at least one object drawn from the set of objects,

wherein the game control means is arranged to compute a payout in the event of a predetermined correlation existing between the at least one drawn object and the winning object string in respect of a particular leg and to allow the player selectively to receive at least a portion of the payout and/or to progress to the next leg.

2. An interactive computer-based gaming system according to claim 1 wherein the user interface means includes odds varying means for enabling the player to vary the odds in a particular leg during play.
3. An interactive computer-based gaming system according to claim 2 wherein the odds varying means includes drawn object varying means for dynamically varying the number of drawn objects in a leg during play.
4. An interactive computer-based gaming system according to either one of claims 2 or 3 wherein the odds varying means includes object string varying means for dynamically varying the number of generated objects in the winning string which are to be correlated with the at least one drawn object during play.
5. An interactive computer-based gaming system according to any of the preceding claims which includes dynamic withdrawal means for enabling a player-determined percentage of the payout to be withdrawn during the course of the game.
6. An interactive computer-based gaming system according to any one of the preceding claims wherein the drawn objects are player-designated or drawn.
7. An interactive computer-based gaming system according to any one of the preceding claims wherein the winning object strings are randomly or pseudo-randomly generated number strings, with the objects being numbered from 0 - 9.
8. An interactive computer-based gaming system according to any one of the preceding claims wherein the game display means is a printed

ticket which is designed or selected by the player and printed prior to the payout being computed.

9. A method of playing a game, the method comprising the steps of:
 - accepting funds from a player;
 - generating a plurality of winning object strings from a set of objects;
 - displaying a plurality of legs, each leg being arranged to receive at least one object drawn from the set of objects;
 - computing a payout in the event of a predetermined correlation existing between the at least one drawn object and the winning object string in respect of a particular leg; and
 - enabling the player selectively to receive at least a portion of the payout and/or to progress to the next leg.
10. A method of playing a game according to claim 9 further including the step of varying the odds in a particular leg during play.
11. A method of playing a game according to claim 10 wherein the odds can be varied by dynamically varying the number of drawn objects in a particular leg during play.
12. A method of playing a game according to either one of claims 10 or 11 in which the odds can be varied by dynamically varying the number of generated objects in the winning object string which are to be correlated with the at least one drawn object during play.

13. A method of playing a game according to any one of claims 9 to 12 which includes the step of withdrawing a player-determined percentage of the payout during the course of the game.
14. A method of playing a game according to any one of claims 9 to 13 wherein the step of generating a plurality of winning object strings from a set of objects includes the step of generating random or pseudo-random number strings, with the objects being numbered from 0 – 9.
15. A method of playing a game according to any of claims 9 to 14 which includes the step of printing a ticket comprising the plurality of legs prior to the payout being computed.
16. A gaming ticket comprising:
 - a wager indicator for indicating the quantum of a wager laid by a player;
 - a customized betting zone comprising a plurality of legs, with each leg comprising a plurality of sub-zones in which objects pre-selected by the player from a set of objects are printed; and
 - a dynamic withdrawal indicator for allowing the player selectively to receive at least a portion of a payout and/or to progress to the next leg, the payout being computed in the event of a predetermined correlation existing between the at least one drawn object and a winning object string subsequently generated.

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